

ADVANCED SQUAD LEADER MAILING LIST
volume 1 #1

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ED0001 - From the Editor's Console

Well, here it is! The first installment of the ASL mailing list. First I'll just say a little bit about format. As you have probably noticed, each issue will contain a table of contents, which will list the articles contained in the issue, with the article numbers. The number is a two letter code describing the type of article (ED - editor's comments, AN - analysis, CO - commentary, VA - Variant, so far, plus MB - mapboard/overlay, SC - Scenario, HN - Historical Notes, RQ - Rules Questions. I'll add any more categories as they become necessary), followed by the number within the category. Articles will be ended with 10 dashes. The final area, discussion, is basically an area to post just about anything you want for general discussion. There will be vanilla 4-digit post numbers in that section.

I should say that I have never actually run a mailing list before, and am much more an ASL fan than a UNIX nut. So I remain completely open to suggestions on format, etc., that I appear to have missed and you think would be helpful. However, I want to settle on a final format within the next couple of mailings.

Speaking of which, I originally intended to make this a bi-weekly or monthly list, but in light of the number of people who responded to the rec.games.board posting, we easily have enough people to make this a weekly list, if you will make an effort to keep contributions coming in. I will put this out once a week if the input justifies it - I will also put this out only once a month if the input only justifies that.

I am thinking of this as more of a sample issue than a serious issue. Virtually all of the stuff here now is my own creation, so it's likely to be a little dull if you find you don't like my style, but I think it should be typical of contributions I expect. In a game of RB the other day, I all of a sudden realized how important snipers were in a game so large, and how their effect could actually be expected and prepared for when the number of sniper-eligible DR's was so high. It's a pretty straightforward piece, but I think something that perhaps most players might not grasp simply because of the large amount of other "stuff" to cope with. I don't think there is anybody out there is completely familiar with all of the weapons at their disposal, so I, at least, would find such articles interesting (if you can come up with the

article describing the efficient use of light mortars, I think you'll earn a lot of respect. Yes, light mortars are my favorite weapons, but what do you do with those US/German/Russian mortars which don't have special ammo? Especially when you can't catch the enemy in the woods? With the number of DR's you make, it's almost more of a threat to you based on the snipers they attract). Anyway, my introductory letter went on at great lengths about this, so I won't reiterate it here. I will include a repost of that letter at the end of this issue.

I was also thinking, we really should have a name for our little publication here. It's a bit difficult to come up with a short, catchy name for something as all-encompassing as ASL. I had a few thoughts: The Blade's Edge, Onward A Company!, or something. I'll keep thinking. We could have a contest here! The person to submit the winning name gets a free lifetime subscription to the list!

Anyway, read over my articles. And send me mail! If nothing else, tell me what you want to see here! Send in your rules questions, your experiences, your huddled scenario ideas yearning to be free. But let's get some traffic going here!

Chris

AN0001 Snipers in RB

Having just finished the 4th day of my Red Barricades campaign (CG I - if the result is close enough, we might continue to CG III), one aspect of play struck me particularly: the use of snipers, especially by the Russians, since that's the side I'm playing. Anyway, I thought I might offer some of my experiences to prospective RB players, since the use of these elusive fellows is strikingly different in RB than in the smaller scenarios.

First, as the Soviet, it's always worth it to invest the one point in a sniper. What else can you buy for one point that is so effective? Look at the number of DR's made for combat purposes in your average RB scenario - it's probably at least 70 each half-turn! In other words, you expect almost one effective sniper attack per half-turn for each SAN above one, so each sniper bought will get you about 8 attacks per game - and probably last at least one scenario. All for one point. By contrast, the 80mm OBA may break about 4 squads in its entire (short) lifetime; and a MOL-P platoon may never do anything. Now, of course, every RG in RB has its uses, and sometimes it won't be worth it to buy the sniper, especially for the Germans, who would like a more predictable offense, but the point should be clear. While they are usually more of a nuisance in conventional scenarios, their effect in huge scenarios can be counted on and calculated for.

So for the Russians, unless things are really desperate, always buy that sniper. Other than that, there is fairly little involved in strategy, except for one thing - always relocate the sniper if it's gotten hung up in the rear without any reasonable targets. Almost always, you will be operating in a target-rich environment, so make absolutely sure your sniper stays within range of at least a couple German leaders. An ideal situation

would be a single stack that has been isolated on a flank. Depending on how far away other friendly units are, the sniper may continue to hit that flank until the leader is dead; then you can transfer him away.

For both players, never forget that the opponent's sniper counter is also a valid target. The Germans should probably be a little more paranoid than the Russians, since they tend to have more exposed, valuable leaders, so if you can easily kill a Soviet sniper, that's a good way to go. For the Russians, that German sniper is an annoyingly good scout, hitting your concealed units to reveal them - but this is usually more of a threat in the earlier turns, when the Germans is still guessing as to what you have and where you have it. However, I'd rather take the shot at a leader - their high-value leaders are what makes the offense feasible. Today, I wounded both the 10-2 and the 9-2 leaders in the German OB; both were shipped out, so while the territory I managed to take was negligible, the leader losses made the victory decisive. 7 German leaders were eliminated - I believe 4 fell to snipers, including the 9-2.

As the Germans, you are probably more concerned with the threat the snipers pose to your wonderful leadership corps. What can you do? Not too much. The half-squad sniper-bait tactic is a valid one, surrounding your valuable leaders with those 2nd line half squads that seem to crop up now and again, but probably the best tactic is to realize that snipers are a very serious threat and to play with that in mind. Never deploy your two best leaders close together, like my opponent did in our last scenario. The Germans can't really win this one without concentrating much of their force in one area, but if you have a 10-2 and a 9-2, keep them on separate flanks. It's just not worth the risk of losing them both, and if both are in range of the enemy sniper, you about double the chance of getting badly hurt. So pull out the 9-2 and replace him with a 9-1. And always take reasonable sniper checks. Unlike the shorter games, these snipers linger from day to day, so a single SAN factor eliminated can save you endless headaches (and a couple dead leaders). Now, there may be overriding factors - I wouldn't stall your main thrust just to have a killer firebase eliminate a sniper, but the decision is far from being as clear cut as it is in other scenarios.

CO0001 RB CGI-Review

A friend of mine and I are currently in the process of playing a CG-I of Red Barricades. I thought I might describe the experiences I've had, purely from my Soviet vantage point, in the hopes that it might make this ultimate ASL experience a little more approachable. I can't recommend this format enough for players who haven't tried it. So anyway, the first four days of CG-I (Chris Farrell, Soviet, Bill Jelenik, German).

October 17th, 1942:

At Start RG's: 2 Rifle Coys(F/D), 1 SMG Coy (F), 2 AT Guns, 50 FPP
RG's Purchased: SMG Coy (D), 120mm OBA w/ 1 pre-reg hex (N).

Morning: The idea here is to fight a fallback defence inflicting maximum casualties on the Germans. I figure I don't really have the strength to stop him from taking whatever he wants, so I'll just attempt to inflict casualties. Unfortunately, one SMG coy and one Rifle coy came in depleted, so my relative strength was reduced even further.

I'm basically scoping all of my stuff in on the two obvious approaches - between the two walls in the centre, and down the railway embankment then into the factories. The flanks are covered with both AT-guns and hidden medium and heavy machine guns.

Evening: The day was a disaster! He went for _both_ flanks, both down the railway embankment and through the city blocks in the east. And he didn't cut over into the factories, he just kept blasting down the flanks. So, while I didn't lose a single factory hex, I did lose some 75+ stone building locations. It was really ugly. I had forgotten that the inherent range of these squads is so miserable. It didn't help that the HMG guarding the right flank broke down at a very inopportune moment, either. The positive features of today were that he purchased an extra platoon of armor, and both platoons suffered heavy casualties - only two mobile AFV's at game end. Admittedly, most of the casualties were self-inflicted (failed ESB rolls), but I did have a real hot ATR gunner who managed to take out a HD Panzer IV with a frontal shot.

For reference, the CVP's were: German 40, Soviet 20. Another positive feature was the effectiveness of the sniper. I think he managed to take out 3 leaders. I'll have to remember to spend a CCP to increase my SAN tomorrow. Also, the OBA was a real disappointment. While it did manage to kill a couple of squads, and it kept the center stalled, the center was only a minor pinning force, and because of the LOS's, the battery could not be effectively moved to cover the other flank. Another thing was that I didn't buy any dummies, so I didn't have any fake stacks to dilute the horrendous German firepower. This was a real problem.

Oct. 18th, 1942:

RG's: SMG Coy (D,reserve),Rifle Coy(F,on-board), INF Btty (F)
80 FPP, Sniper

Morning: The idea behind the INF battery is to give me some actual killing power against those nasty German firebases. The plan is to use them in conjunction with normal infantry firepower at point-blank inside the factories. The SMG coy was also purchased because I expect some close-quarter fighting today. I'm going to deploy the reserves inside the factories. I really have to check his advance today. At this rate he'll have me finished off before we're halfway through.

Evening: Another bad day, to say the least. Again, the defences crumbled and the only thing preventing a total breakthrough was the time limit. The last of the 120mm OBA went away, without much of a bang. The INF guns ended up outside the main attack areas and were too big to be manhandled into position (although the one in the main line did inflict a few casualties). The bright spot is that in most of the areas he attacked and I had defensive troops in held. The bad news is that the left flank didn't have any troops after turn 2, so he made more progress down the railway embankment - and this time he did cross over and make it into a few factories.

The positive features were the high SW/Leader retention rate. Most of the leaders and equipment made it intact. Again, my casualties were much heavier than his were (although that ATR gunner managed to immobilize another tank).

The problem, I've decided is that I'm trying to be too "American". The Soviets defend with bodies, not firepower, so I'm going to have to start buying more rifle companies and more FPP.

Oct. 19th, 1942:

RG's: Gds Rifle Coy (F, on-board), Militia Coy (F), 40 FPP

Morning: I've decided my problem is I'm desperately short of actual manpower. I need to hold the city, not kill Germans. While killing German units is a second priority, it's not necessary in order to win. Also, I decided an elite unit would help tremendously. So, seeing how as a militia coy, with the fanaticism bonus and a few commissars, are basically 4-2-7's, I decided to go with one of each. I also came to the conclusion that these SMG coys are basically useless at this point. With only 9 or 7 squads, and no SW at all, and the only time they have FP superiority being at 1-2 hexes after moving, I decided to give them a rest. I think probably I was just smarting from the impact of German assault troops and decided to try some of my own. So, we go with pure infantry today. I feel I'm just 2 CPP short of what I need - a Sniper and an 80mm OBA would make my line solid.

Given the nature of his flanking attacks, I was sorely tempted to buy some armour today to give me some mobility. But when I looked at his tanks vs. my T-60/T-70 tanks I was forced to laugh - especially since they don't have radios. The T-34's, while tempting, were just out of reach. In the next couple of days, when I have enough infantry/SW's, and when he has a few more tanks, I'll buy them.

Evening: He chose an idle day! Thank you! He must be feeling hard pressed (I think he was a little fazed having to set up on such a long perimeter yesterday) and felt vulnerable to a counterattack. However, the extra day I believe gives me enough time to really solidify my line. I've got the troops; now I have another day to buy support equipment. I really think this is his first mistake of the campaign; he really should have hit me again today. I can't help think the respite will help me more than him.

Oct. 20th, 1942:

RG's: Rifle Coy (F, on-board), HW Platoon (F), 80mm OBA, Sniper, 80 FPP.

Morning: I'll buy another infantry company on the theory that you can never have enough warm bodies, but the rest is dedicated to supporting fire. The price was right for the 80mm OBA (1 point), and I now have much better observation points, so I'll spring for it. I've been waiting for the opportunity to buy a HW platoon, since I've lost a lot of support weapons. I should mention that I believe I've done a great job preserving my leaders to fight another day; my officer corps and this point is probably only slightly inferior to the Germans! 1 9-2 and no less than 4 9-1's, 2 9-0's, and 5 other leaders.

The general strategy is a holding action in the north and north-west; however, he left the I26 rubble pile untaken, so I'm going to deploy what remains of my 5-2-7's there, and the Gds rifles in the factories to the east (the P-25 factory and some of the K-28 building - I hold the southernmost

two hexes. Then, the forces will attempt to reclaim all of those buildings west of hexrow J and south of hexrow 27, thus making my perimeter much more reasonable. However, if he commits heavy forces there, I am also strongest in that sector for a counterattack.

The 82mm mortars are on rooftops, giving them excellent fields of fire. Unlike their 60mm cousins, these are weapons to be feared. Being subjected to repeated 8 (+3) attacks is nothing to sneeze at. And they are of course brilliant against concealed targets. The 80mm OBA is deployed to support the flank attack, or shift if the center or other flank is threatened, making it a much more potent weapon than earlier in the campaign. Still, it's only worth one point for a good reason, so I'm trusting in it only to bring down fire where there was none previously.

Evening: Today was a glorious victory of the Soviet Union! The 10-2 German leader was isolated and escaped only with a wound; he was shipped home. The 9-2 leader was wounded by a sniper and also shipped home; no less than 5 other leaders were killed. The ranking German officer is now a 9-1. My 9-2 eliminated himself on a 12 rally attempt DR, but I guess you can't have everything. Of the 7 leaders eliminated, I think 4-5 of them were killed by snipers. All objectives were achieved, except the C-29 building which was heroically defended in the end and it held despite 4-1 odds. The only slight blemish on an otherwise brilliant day was that the D-7 factory finally fell, and it looks like it fell for good. And, I lost one of my wonderful 82mm mortars to malfunction. He also has a one-hex toehold in D10. Oh, and another really bright spot was the CVP - I scored 30, him about 27 (I don't have the exact figures handy). It's even worse than it looks, though. My casualties were all 1st line and conscript units, whereas his were mostly 5-4-8's and 8-3-8's (and leaders). I was especially proud of the casualties inflicted on the pioneers - about 3 squads killed, I think. It helped that he committed them as a stop-gap in two separate areas rather than all at once. After the battle hardening, I ended up with more 4-5-8's than I started with, a 9-2 leader, and plenty of force. Tomorrow should be another good day.

Oct. 21st, 1942:

RG's: Gds SMG Coy(F,on-board),120mm OBA + 1 pre-reg (N),Sniper, 80 FPP

Morning: As the Gds SMG coy might indicate, I'm going for an unofficial counterattack today. I think I'm strong enough to do it - I hope so anyway. From what I see of his officer corps, he's got a 9-1 or two, and a pair of 6+1's! How many times do you see 2 6+1's in one scenario? Anyway, I got another 9-2 with the Gds coy, so it's highly probable my leadership is better than the Germans.

The only thing that bothers me about this counterattack is that most of the terrain is unsuitable. I have two options - into the P-8 factory or west towards the B-24 building. The only problem with plan A is it will probably run smack into the oncoming Germans, and he has much better supporting fire positions than I do. The problem with the western approach is that it lands square in the middle of any reinforcing coys that come on. I'm going to go with the western approach, since K-22 should fall easily and I can try to press on from there. The K-22 building has turned into a salient, and I don't think he'll set up strong forces there after his experiences with the 10-2 in a salient yesterday. However, none of this will

be done at the expense of factory defences. Anyway, I feel we have the initiative today, despite the 'idle' chit. I'll see what I can do with it.

to be continued...

CO0002 Gung Ho!

I'm sure the next ASL release is the subject of some interest to most of us, so I thought I'd share with you what I've read off of GENie.

Firstly, I guess the release date is scheduled for Christmas. Since external playtesting ended at the end of July, I find it highly likely that they will meet that date. COB was also scheduled for an Origins release but we didn't see it until December.

Secondly, Marines will me ML 8. Yes, you heard that right, ML 8 - higher than Paratroopers and Rangers - the late model squad being a 7-6-8. I personally have 2 problems with that. Firstly, if 12 men with 1 BAR and Semi-autos is a 6-6-6, 12 men with 3 BARs and semi-autos should be an 8-6-8. Secondly, ML 8? That makes a Marines squad the best in the game! Better than the SS, better than the British Paras - and this just plain isn't true. Heavy firepower, definitely, good morale, yes - but not equal to the Fallschirmjaeger or the Gurkhas, and certainly not the best of all US ground forces.

My theory is that we have a schism here. The Japanese were made a little too powerful, so to make the scenarios playable, the Marines had to be upgraded. This is not a problem as long as the Marines never leave the Pacific - which they most certainly shouldn't.

The other possibility was that the designers realized that the Marines would, most of the time, just be 6-6-7's, and they wanted a different flavor for them - thus the ML 8. But it would have been better, in my eyes, to increase the Leader/squad ratio, or give them more aggressive leaders (more with negative modifiers), or, as one fellow on GENie suggested, to make them fanatic during beach assaults.

Now, I should say, I was not part of the playtest (I don't think I'd ever want subject my opponents to that trial), so I can't say for sure. I didn't think the system they came up with for the Japanese was quite right, but it did seem to work well in the end, so I'll reserve final judgment until release. But I'm a little worried.

Finally, the price tag - an incredible \$50, apparently! That hurts even more. It's probably worth it in terms of enjoyment received from the product (I don't regret a single dollar spent on ASL - so far), but it smacks a little of a "what the market will bear" pricing strategy. I guess it will contain two mapboards, overlays, the other half of chapter G, and the Marines and Chinese. West of Alamein was "only" \$45 and that had 5 mapboards, more overlays, chapter F, plus a full armor/ordnance OB! I don't think any vehicles will be included in Gung Ho - certainly not any new ones, unless the Chinese produced any domestically.

So, in my opinion - I still anxiously await the release of Gung Ho, and will probably buy it as soon as it is released, but I have reservations. Perhaps the Pacific Theatre is not all that we waited for.

VA0001 RB Variant RG's

After having played a bit of RB, I think I'd like to suggest a few variant RG's. Certainly the Germans and Russians had other forces which could have hypothetically ended up in the Red Barricades. And The Last Bid has some flame-throwing tanks, which would be ideal for such urban combat, so here are some suggestions. I should emphasize that none of this has been remotely play-tested, and probably won't be by me (unfortunately), but I will suggest them anyway.

RG ID Name Strength CPP Cost Daily Max I II III
RUSSIAN:

A6 OT-34 Pltn 3/2 10 1 1 1 1

I9 Leader Transfer * 3 1 1 1 2

Entitles the player to one roll on table 11.6205, with a -1 DRM.

Not subject to depletion. May not be purchased if the player could not promote out of the ranks.

M4 2nd sniper 3 1 2 1 4

GERMAN:

A10 PzkwIII(fl) pltn 3/2 9 1 1 1 1

I5 Leader Transfer * 4 1 2 2 3

Entitles the player to one roll on table 11.6205, with a -1 DRM.

Not subject to depletion. May not be purchased if the player could not promote out of the ranks.

I6 Sappers 9/7 8 1 2 2 4

4-6-8's, plus a -1 DRM on 11.6205, and Sturm Coy SW's. Each coy of sappers purchased counts towards the limit of available infantry coys; if an infantry coy would be subject to a DRM on 11.6205, the Sappers are as well (cumulative with their -1). The intent is not to allow the Germans any more infantry available than in the normal game.

I7 Minor Elite 12/9 6 2 3 3 7

4-4-7's, plus 1xHMG, 1xMMG, 2xLMG, 1xATR, 1xLtMTR (all Axis Minor varieties), plus a DR on the _German_ 11.6205. The only DRM is for being depleted (+1).

I8 Minor Infantry 12/9 3 2 9 4 14

3-4-7's, plus 1xMMG, 1xMMG, 1xLMG, 1xATR, 1xLtMTR (all Axis Minor varieties), and a DR on the _Russian_ 11.6205.

NOTE: Both minor coys are taken in lieu of a German infantry coy.

Each minor coy reduces the VP requirements by 5(elite)/10(line) stone locations. Minor Infantry always has an ELR 2 less than Germans. If Minor Infantry ever represents more than 50% of the retained squads, German SAN is reduced by 1, and the minimum SAN is reduced to 2.

This represents moving German units onto the flanks outside of Stalingrad and putting the Axis Minor (Rumanians) into the city.

The flame-throwing tanks are included because they were available, and certainly would be interesting. The leader transfers are to allow a player

that had some really bad luck and was decimated by snipers (or whatever) to bring in some new leaders without buying a whole new coy. The Russian 2nd sniper is included because I felt it was a little too easy for the Germans to achieve sniper parity with the Russians.

The Rumanians are probably the most "hypothetical" of the options. It represents stiffening some of the flank units with Germans troops from the Stalingrad fighting, while transferring Rumanian units into the city. I don't think the reduced VC's are enough to warrant bringing in a new wimpy coy, but I thought the option would be interesting.

ED0002 Intro letter (reprint)

Hello ASL'ers!

Sorry about the previous slip-up. This should be the real thing. I'm not used to mass mailings.

Wow! The response to my second posting was pretty impressive - I really hadn't expected so many ASL players out there! Not that I'm at all upset or anything.

Anyway, I suppose you might consider this the first mailing of the ASL Mailing list, but really it's just going to be me talking for a while about a few things.

Firstly, my address is currently farrell@cis.ohio-state.edu. I will be running this out of my personal account for a little while until a more satisfactory solution can be reached. So, anything sent to me as a submission should have the subject line "ASLML Submission". That way I can keep my confusion level down. For starters, I'm going to try to put something out every other week, on Saturday evening, starting Saturday, Oct. 5th. I have a fair amount of "stuff" of my own here to fill out the first few mailings. However, it won't be too long before I run out, so keep those submissions coming. It doesn't need to be anything lengthy, this list could probably float on rules disputes alone, given ASL, but ... anyway, keep my mailbox full.

GUIDELINES FOR SUBMISSIONS: Unlike some mailing lists, I intend to edit most submissions before mailing them. That means checking for rules breaches, hideously unbalanced scenarios, etc. However, do me a favor and run it through a spell checker, etc. Just because I'm going to edit the articles, doesn't mean I want to re-write it - in general, I want to keep your stuff as intact as I can, but want to preserve the integrity of the material posted here. So here are some suggestions:

1) **SCENARIOS:** This is likely to be the smallest part of the list, but likely to attract the most interest. Personally, if I see another German-Russian city-fight slugfest, I'm going to be ill. Try to make sure that the scenario has some interesting

element. For example, I designed a series of four scenarios depicting the actions of the Gurkhas in North Africa and Italy; probably the first scenario you'll all see is my FSSF-German action in Italy. Try to avoid areas that have been done almost to death - take U.S. Paratroopers in Europe, for example. Japanese scenarios of almost any description are in demand. I'd like to see some Japanese vs. Western Elite scenarios - maybe Gurkhas, Commandos, or Paratroopers. Also some interesting ideas - scenarios designed specifically for 3 or 4 (or more) players (preferable with a nice hefty "fog of war" element), or sort of mini-campaigns, where players purchase platoons instead of companies. The Arnhem mini-campaign in the '91 annual was nice, I thought, but it wasn't really a campaign - just a few scenarios to be played in sequence. Another thought that struck me the other day as I was again thrashed in the Red Barricades was variant purchase rosters for Red Barricades. Oh, and I'd also really like to see some Western Desert scenarios. A Western desert campaign should be easy to do given the terrain. Maybe I'll work on that.

Anyway, as for guidelines: Please note whether a scenario is historical or hypothetical - historical should simulate a well-documented historical action. I have no problems with hypothetical scenarios, but make sure they're reasonable (i.e., no PzKw VI's in France '40, etc - try to check the RF charts). Most scenarios will almost certainly be hypothetical. Please submit a complete scenario - prelude, aftermath, etc. Make sure the OB is unambiguous. And please indicate the level of playtesting a scenario has received. If a scenario you have designed has an interesting background/OB, but you don't have the opponents to test it, by all means submit it here for testing. But note how many times you played, and against how many different opponents. I guess my point is, don't hold back on a potentially interesting scenario just because you don't have enough opponents to adequately test it - but let us know about this.

BTW, I will keep an archive of all the scenarios posted here.

2) ARTICLES: We desperately need a DYO system like the one published a while back in the General ("Do Your Own My Way", I think was the title) for North Africa and the Pacific. I don't really see much scope for "Variants" per say in ASL, but things like the historical notes in the General (that describe various forces - Rangers, UK Paratroopers, Soviet Paratroopers, FSSF, I think have been covered so far, at least) are quite interesting, but require some actual research - TO&E's for some of these units can be tough to get ahold of. I would also be quite interested in articles based on your experience with a single troop type or weapon system, say "What to do with light mortars in Stalingrad" (throw them into the river and hit the enemy with

the splash). Series Replays, of course would be very interesting, especially for our novices, but they require quite a bit of work for any but the smallest scenarios. I'd be very curious to hear from people with more inside information than I have about the newer planned releases, such as KG Pieper. I'm enamoured with Red Barricades, and I'm drooling over more historical modules.

Another note: I'm saying "I'd be interested" a lot - which means just what it says - this is mainly my opinion, just bouncing ideas off you folks. What you would find interesting is another thing I would be interested in seeing posted.

3) RULES LAWYER CORNER: Just what it sounds like. There are some ambiguities in the rules (I'm told the fire lane rules are pretty bad, although I've never had a problem with them). Feel free to ask. I can get official answers from GENie.

4) MAPBOARDS: People have suggested mapboards as another possible posting. I love new terrain, but there are a few problems here. First, Postscript files tend to be large. Second, mapboards, from what I think, are very tough to do well. There are so many interlocking factors, that what constitutes a mapboard that is "good" and reasonably "fun" to play on is very difficult to describe. I think it would be more reasonable to post overlays if you want to change terrain a little. To this end, the first thing I'm going to ask for as a submission is a hex grid suitable for doing this sort of thing on. Just make sure the hex size is as close as possible. This is not to say I'm discouraging new mapboards - far from it - but I would think designing an overlay for a scenario would be easier and more efficient. We could use a real "mountain" mapboard though, for Cassino and other Italian scenarios.

5) SCENARIO EXPERIENCES: We've all come out of ASL with many of our own cardboard war stories. I'm planning on posting about my current ongoing Red Barricades campaign - I'm pretty sure everyone would be interested in hearing about that time you broke all your AT Guns in one volley. Also in this category, I guess, is personal opinions of various scenarios. Which ones did you like especially? Which ones would you recommend against playing?

6) ETC.

ASL is a wonderful system. It has almost infinite variety, and I hope to see a healthy chunk of that variety on this list. I am very much looking forward to running it. Keep those submissions coming in! We may get off to a slow start (I probably won't get many submissions by Saturday), but I am confident all these ASL players will keep plenty of new and exciting stuff rolling in.

Chris Farrell